

F-1 WORLD GRAND PRIX

INSTRUCTION BOOKLET



PUBLISHED BY
V VIDEO SYSTEM

PARADIGM ENTERTAINMENT™



DISTRIBUTED EXCLUSIVELY BY

Nintendo

NINTENDO 64



EmuMovies

PUBLISHED BY
V VIDEO SYSTEM

Video System Co., Ltd.
c/o Nintendo AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
[http : // www.nintendo.com.au](http://www.nintendo.com.au)
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the F-1 World Grand Prix® Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

© 1998 VIDEO SYSTEM CO., LTD./
PARADIGM ENTERTAINMENT INC.
ALL TRADEMARKS ARE THE PROPERTY OF
THEIR RESPECTIVE OWNERS.
AN OFFICIAL PRODUCT OF THE FIA
FORMULA ONE WORLD CHAMPIONSHIP
LICENSED BY FORMULA ONE ADMINISTRATION LIMITED.

LICENSED BY NINTENDO.
NINTENDO®, ©, NINTENDO64, THE "N" LOGO AND
THE "N" SPORTS LOGO ARE TRADEMARKS OF NINTENDO
CO., LTD.
© 1998 NINTENDO CO., LTD.

CONTENTS

CONTROL STICK FUNCTIONS	2
Operating the Game Controller	3
1. Starting the Game	4
2. Game Mode Introduction	10
3. System Options	14
4. Introduction of Teams and Drivers	16
5. Introduction of Courses	24
Warranty Information	29

CONTROL STICK FUNCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



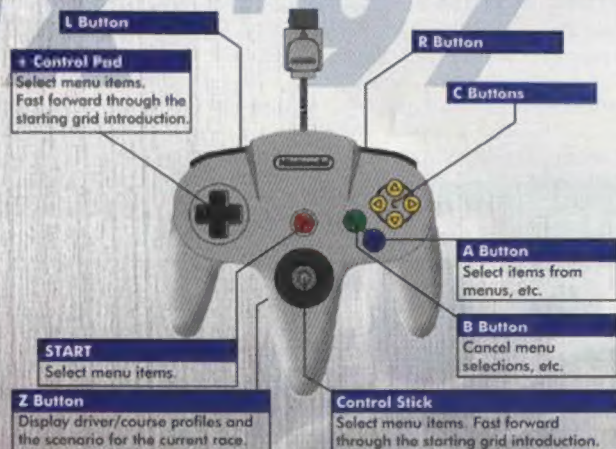
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it.

Operating the Game Controller



CONTROLLER TYPE

FUNCTIONS	NORMAL	WHEEL
WHEEL (Steering control changes with the angle of the Control Stick. Turns sharply by moving the Control Stick diagonally.)	Control Stick ++ or + Control Pad ++	Control Stick ++
ACCEL	A Button	Control Stick +
BRAKE	B Button	Control Stick +
BACK	Z or L Button and A Button	Z Button and Control Stick +
SHIFT UP (when using a manual transmission)	R Button	R Button
SHIFT DOWN (when using a manual transmission)	Z or L Button	Z or L Button
CHANGE VIEW (Toggle through Close Follow -> Bird's Eye -> Nose -> Driver -> On Board views.)	C+ Button	C+ Button
LEFT MIRROR	C+ Button	C+ Button
RIGHT MIRROR	C+ Button	C+ Button
REAR MIRROR	C+ Button	C+ Button
PAUSE	START	START

Special accelerator and brake controls :

When NORMAL has been selected for CONTROLLER TYPE, special accelerator and brake controls can be performed by topping the control buttons in different ways.

ACCEL

Smooth Acceleration : Single tap the A Button to gradually accelerate at a rate that will prevent the wheels from spinning.
Full Acceleration : Double tap the A Button to floor the accelerator.
Hold Constant Power : Steadily tap the A Button to maintain the current engine rpm.

BRAKE

Normal Braking : Single tap the B Button to fully apply the brakes. Holding this button for a long time greatly increases the risk of the brakes locking up.
Anti-Lock Braking : Double tap the B Button for automatic brake control that prevents brake lock up. This allows optimum braking performance.

1. Starting the Game

Starting the Game

Insert the Game Pak into the NINTENDO 64 (make sure that it is properly inserted) and then turn the Control Deck power ON. Do not touch the Control Stick when turning Control Deck power ON. When the Title screen appears, press START or the A Button and the Game Mode Selection screen will be displayed.

* Various selection screens will be displayed throughout the game. Use START or the A Button to make selections on the screen. To cancel a selection and return to the previous screen, press the B Button.

Game Mode Selection

First, select the game mode.

EXHIBITION Mode

In this mode, match your skills against computer-controlled drivers in exhibition laps on selectable tracks. (See page 10)

GRAND PRIX Mode

Participate in a realistic re-creation of the 97 F1 Grand Prix. Race preliminary courses to secure the top position in your quest to become the world champion. (See page 10)

CHALLENGE Mode

This mode provides scenarios faithfully modeled after the 97 F1 Grand Prix. (See page 12)

TIME TRIAL Mode

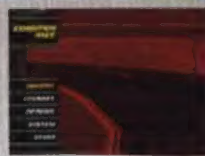
This mode lets you concentrate on practicing your skills with only your car on the track. (See page 13)

2-PLAYER Mode

Select this mode to race against another human opponent. (See page 13)

Select the driver and course :

Next, select the driver who will be operating your car and the course for the race. (See page 10 for information on the GRAND PRIX mode and page 12 for information on the CHALLENGE mode.)



DRIVERS

Use \star and \star on the Control Stick or + Control Pad to select your driver from the ones available. See page 16 for detailed information about each driver.

* Press and hold the Z Button to display a personal profile of a driver.

Press the A Button to select a driver. Various other settings related to the driver can then be made.

SKILL LEVEL : Select the control type: [ROOKIE], [PROFESSIONAL], or [CHAMPION]. [ROOKIE] is the easiest mode, and [CHAMPION] mode provides a driving feel close to that of an actual F1 racing machine.

CONTROLLER TYPE : Two types of controllers are available, NORMAL and WHEEL. See page 3 for information about using each type of controller.

TRANSMISSION : Select the type of transmission for the race car, either automatic or manual.

ACCEL ASSIST : When turned on, the accelerator is automatically adjusted to prevent wheel spinning.

BRAKE ASSIST : When turned on, the breaks are automatically applied whenever the car reaches a corner.

EDIT NAME : The name of Driver Williams can be edited. Use \star and \star on the Control Stick to move the cursor to a character, then press the A Button.

COURSES

Use \star and \star on the Control Stick or + Control Pad to select the course for the race. There are a total of 17 courses available. See page 24 for the details and features of each course.

* Press and hold the Z Button to display a profile of the course.

OPTIONS (RACE OPTIONS)

Set the racing conditions.

97 EVENTS : When this option is turned on, the race will be run as a reenactment of the actual 97 Grand Prix, from the weather and preliminary results to the times that computer-driven cars retire. Sets the number of position in the race. [1-22] (Only for exhibition mode)

DAMAGE : When turned on, your car can be damaged if it runs into something. Set tyre wear and fuel consumption to ON or OFF.

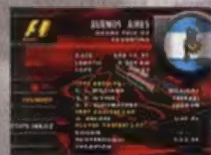
PIT IN : When this option is turned on, racing flags will be used during the race.

FLAGS : Select the type of weather for the race : [SUNNY], [PARTLY CLOUDY], [CLOUDY], [LIGHT RAIN], [RAINY] or [RANDOM]

WEATHER : The number of laps that can be set varies with each race mode.

SYSTEM (SYSTEM OPTIONS)

Set options for the screen display, sound, etc. See "System Options" (page 14) for additional details about system options.

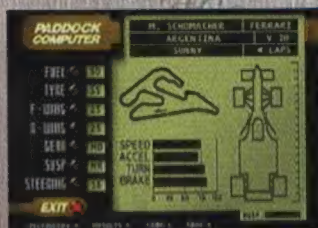


START

Once all of the initial options have been set, select START. The race introduction will begin when START is selected. Press the A Button or START to display the PADDOCK screen.



PADDOCK Screen



The PADDOCK screen is used to modify racecar settings to match the course and player. Machine performance is displayed with bar graphs. Weather conditions and the lap number are displayed at the top-right of the screen.

SPEED : Maximum speed
ACCEL : Acceleration performance
TURN : Cornering performance
BRAKE : Braking force

FUEL

Adjust the amount of fuel in the car. More fuel means that the car will run further, but it also means that the car will be heavier, so acceleration, turning, and braking are less responsive.

TYRE

Select the type of tyres for the race car. SLICK tyres are for clear days, RAIN and H-RAIN tyres are for rainy weather. INTERMED (intermediate) tyres are designed for performance between slick and rain tires. SOFT tyres provide the best gripping performance, but they are not very durable and will have to be replaced quickly.

F-WING, R-WING

Set the angle for the front and rear wings to adjust the air stream (downward force) over the racing car. A high angle will increase the turning and braking performance, but it also increases wind resistance, which reduces speed and acceleration performance.



* Oversteering and Understeering

The car balance is modified by the front and rear wing settings, which greatly affects car behavior while cornering. If the angle of the front wing is too high compared with the angle of the rear wing, the car can spin out easily (oversteering). If the rear wing setting is too high, the car will be difficult to turn (understeering).

GEAR

Changing the type of gears adjusts the acceleration performance and maximum speed of the car. Setting the gear to LOW reduces the SPEED performance of the car but increases acceleration, so the LOW setting is good for low-speed courses.



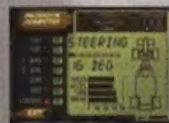
SUSP (Suspension)

Select the type of suspension. HARD suspension provides better acceleration, turning, and braking performance, but it also causes the tyres to wear out more quickly.



STEERING

Adjust the steering sensitivity. Raising the setting makes the steering more sensitive so less action is required to make turns; however, it also makes it easier to spin out when cornering at high speeds.



TELEMETRY

Display the telemeter to analyze your run.



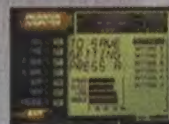
RESULTS

Verify the current player score (preliminary race score).



LOAD, SAVE

Up to 7 settings can be saved. All of the settings can be reset to default values by choosing [TRACK SET].



Grid Introduction

The final race in GRAND PRIX mode features an introduction of the starting grid. * and * on the Control Stick or + Control Pad can be used to fast forward through the introduction. The B Button can also be pressed to display the introduction from the beginning. The grid introduction is not shown for practice and preliminary runs in GRAND PRIX mode, nor is it shown in other racing modes.

GO

You're finally ready to start the race. The row of red starting lights light up one at a time. After all lights are lit, they go out to mark the start of the race.

The Race Screen

Position in the Race

Current Lap

Warning Lights

- SUS**: Damaged suspension. A flashing warning indicates that car behavior will be unstable during cornering.
- TYR**: Tyre wear. A flashing warning indicates that the car will slip easily.
- AER**: Damaged wing. A flashing warning indicates a reduction in the downward force on the car.
- GER**: Damaged gears. A flashing warning indicates that the gears cannot be changed.
- ENG**: Engine damage. A flashing warning indicates that engine output cannot be increased.
- FUL**: Remaining fuel. A flashing warning indicates that you are in danger of running out of gas (retiring).

Speedometer

Tachometer

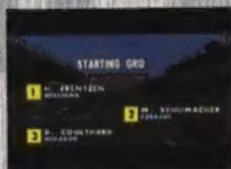
Shift Position (Gear Position)

Information Telop (Remaining Time, Section Time, Time Spent in the Pit)

Course Map (Full Course Map and Magnified Map View)

Flags

- Checked Flag**: Waved as a car passes the goal line.
- Black & White Flag**: Warning to a driver who has committed a violation, such as running in the wrong direction.
- Black Flag**: Waved for a driver who has committed a violation and is being disqualified from the race.
- Yellow Flag**: Warning that an accident has occurred ahead on the track.
- Green Flag**: Notification that the previous flag has been cancelled.
- Red Flag**: Notification that the race is being restarted due to a major accident, etc.



Pause Menu (START)

Pressing START during play pauses the game. The Pause menu is displayed, and the player can select the following items.

CONTINUE RACE: Cancel the pause and continue the race.

DISPLAY OPTIONS: Change the screen displayed during the race.

See "System Options" for additional details.

SOUND OPTIONS: Change the sounds used during the game.

See "System Options" for additional details.

PADDOCK:

Return to the PADDOCK screen can be

used even in the middle of a race.

(Only in PRACTICE, QUALIFY and TIME

TRIAL modes.)

RESTART RACE: Restart the same race from the beginning. (Only in EXHIBITION

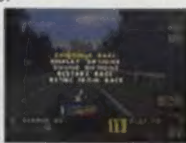
mode. RESTART LAP can be selected during TIME TRIAL mode to

rerun a race for the same lap.)

RETIRE FROM RACE: Cancel the race and display the results screen. (In GRAND PRIX mode,

(END SESSION) the name used for this option may vary depending on

the session.)



Pit Stops

During a race, you can make pit stops to get gasoline and change tyres. But be careful, the more you try to do while in the pit, the more time you will have to spend in the pit. When making practice and preliminary runs in GRAND PRIX mode and when in TRIAL MODE, making a pit stop switches the display to the PADDOCK screen.



The number of pit stops needed depends on the lap setting and the type of tyres used.

Pit stop guidelines:	Number of laps: 4 8 16 HALF FULL					
	SOFT TYRES	0	1	2	1	2 pit stops
	HARD TYRES	0	0	1	0	1 pit stops

FUEL:

Set the amount of fuel to be added to the car.

TYRE:

Select the type of tyres to be used when changing tyres. Select KEEP

if you don't want to change the tyres.

FRONT/REAR WING: Change the angles of the front and rear wings.

Ending a Race

When you reach the goal or when you retire, the race ends and you can view the race results and a replay of the race.



RACE RESULTS: Displays the race results and the driver's point ranking.

PLAY BACK LAP: View a replay of the last lap. (Not available when doing practice runs, preliminary runs, and warm-up runs in GRAND PRIX mode.)

CONTINUE GP: Switch to the Schedule Selection screen. (Only in GRAND PRIX mode.)

RETRY WEEK: Rerun the same Grand Prix, starting with the first session.

RESTART RACE: Restart the same race from the beginning.

(This option is not available in Grand Prix mode. RESTART LAP can be selected during TIME TRIAL mode to rerun a race for the same lap.)

QUIT TO MENU: Quit the current mode and return to the initial modeselection screen.

2. Game Mode Introduction

EXHIBITION Mode

This mode lets you run just the final races. You can select a final race on your favourite course and then make detailed condition settings. A starting grid position can be set with the Race Options, only in this mode.



BROADCAST Mode

Select BROADCAST mode by choosing the TELEVISION CAMERAMAN as the driver. You can then watch a race of computer-driven cars. Use \uparrow and \downarrow on the Control Pad to switch views among the cars in the race. Use $C\downarrow$ and $C\uparrow$ Buttons to switch among 5 driver views and different TV camera views. The $C\leftarrow$ and $C\rightarrow$ Buttons switch the driver's view to the left and right side mirrors.

GRAND PRIX Mode

Participate in a realistic re-creation of the 97 Grand Prix as you aim to become the world champion. The race schedule follows actual F1 rules -- you start with trial runs, followed by preliminary races, then finally on to the final race. All aspects of the race have been faithfully based on the actual 97 Grand Prix, from the conditions to the times that computer-driven cars retire.

Grand Prix Rules

107% Rule : When CHAMPION has been selected in SKILL LEVEL, a car is disqualified if its finishing time during the preliminaries is 107% that of the top finishing car. Select NEXT GP from the RESULT menu to proceed to the next round.



Getting Ready to Race

1. FILE Selection

Select the file to be used for the race.

2. DRIVER Selection

Select your driver. The driver can only be selected when NEW FILE is chosen during file selection. See page 5 for additional information about driver selection and settings.

3. Options (RACE OPTIONS)

Make various settings related to the race. These settings can only be made when NEW FILE is chosen during file selection.

- | | |
|-------------|---|
| 97 EVENTS : | When this option is turned on, the race will be run as a reenactment of the actual 97 Grand Prix, from the weather and preliminary results to the times that computer-driven cars retire. |
| DAMAGE : | When turned on, your car can be damaged if it runs into something. Set tyre wear and fuel consumption to ON or OFF. |
| FLAGS : | When this option is turned on, racing flags will be used during the race. |
| WEATHER : | Select the type of weather for the race: [SUNNY], [PARTLY CLOUDY], [CLOUDY], [LIGHT RAIN], [RAINY] or [RANDOM] |
| LAPS : | Select the number of laps from the following options.
4 / 8 / 16 / HALF / FULL |



4. Schedule Selection

The race is run according to one of the following schedules. When the driver mode is in any mode other than CHAMPION, intermediate sessions can be skipped by going directly to the final race, but your car will start in the last position in the starting grid.

- | | |
|---------------------------------|---|
| FRI PRACTICE : | Friday's practice run. |
| SAT PRACTICE : | Saturday's practice run. |
| QUALIFYING (Preliminary Race) : | The results of this race determine your starting position for the final race. The driver makes a maximum of 12 lap time attacks, then each car takes its place in the starting grid, starting with the car that had the fastest trial lap time. |
| WARM-UP: | The final practice run, held just before the race begins. |
| GRAND PRIX (Final Race) : | The F1 race events. Driver's points are awarded according to the results of each event. When all 17 events have been completed, the driver with the highest total points is the champion. |

Saving Race Results

Race results are automatically saved at the end of each session.



CHALLENGE Mode

The objective of this mode is to complete each scenario. The scenarios are faithfully modeled after the 97 F1 Grand Prix. To complete a scenario, the player must reach the goal at the specified position, or better, determined by scenario conditions.



Getting Ready to Race

1. FILE Selection

Select a file.

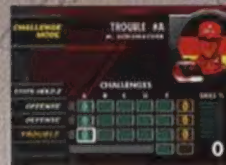
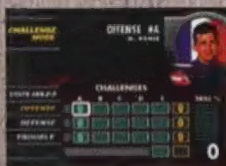
2. Scenario Selection

The following types of scenarios are available. There are five scenarios for each type, and clearing one scenario automatically advances the player to the scenario at the next level. The results for each scenario are given as points, with 5 points being the top score.

OFFENSE: In these scenarios, the objective is to jump up in rank as far and as fast as possible.

DEFENSE: The objective of these scenarios is to block other cars so that you can maintain your own position.

TROUBLE: There are many problems in these scenarios for you to overcome, such as car damage and wet conditions.



* Press and hold the Z Button to display a description of a scenario.

Saving Race Results

Race results are automatically saved at the end of each session.

TIME TRIAL Mode

This mode is used to polish your driving skills. Your car is the only car on the track. To help you improve, you can race against a ghost car, which is actually an after-image of your own car making its best trial run.

GHOST

A ghost is an image of your own car making its fastest run on the current course. The ghost car is displayed as a transparent car. The ghost car starts the race at the same time as the actual car, and replays the fastest run made so far. By passing your own ghost, you can set a new personal record for the course.

By selecting **OPTIONS** (in **TIME TRIAL** mode only), you can select from among the following **GHOST CAR** settings.

[GHOST CAR]

- OFF:** The Ghost Car is not displayed.
- BESTLAP:** A Ghost Car is displayed that duplicates your best lap run.
- INSTRUCTOR:** An Instructor (AI) Ghost Car is displayed.

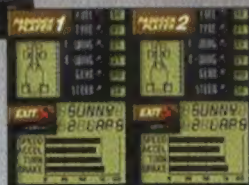


2-PLAYER Mode

This mode lets you race against another human opponent. Select the driver and course, adjust the settings on the **PADDOCK** screen, and you arrive at the starting grid. The red starting lights light up one at a time until all lights are lit, and then they go out to mark the start of the race.



- * A handicap can be set with the race options.
- * The type of split screen (horizontal or vertical split) can be changed with the system options. See page 14 for additional information.



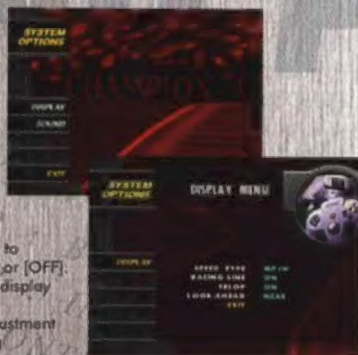
3. System Options

Various settings related to the game can be changed with the System Options.

DISPLAY MENU

Change settings related to game displays.

- SPEED TYPE :** Change the units displayed on the speedometer. Either [KM/H] or [MP/H] can be selected.
- RACING LINE :** Displayed on the racing line. [ON] or [OFF].
- MAP DISPLAY :** Set the course map display to [ZOOM MAP], [FULL MAP], or [OFF].
- TELOP :** Turn the information telop display [ON] or [OFF].
- LOOK AHEAD :** Set the type of position adjustment used for the camera during cornering. Select [NEAR] to set the camera at the middle of the turn, [FAR] to set the camera to a position before the turn, and [OFF] for no position adjustment.
- SPLIT SCREEN TYPE :** Set the type of split screen shown during 2-player races to either [VERTICAL] or [HORIZONTAL]. (Only for 2-player mode).



SOUND MENU

Change settings related to game sound.



MUSIC SELECTION : Sample the different types of background music available. Use + and - on the Control Stick to select the music you want, then press the A Button.

FX SELECTION : Sample the different types of sound effects. Use + and - on the Control Stick to select the music you want, then press the A Button.

MUSIC VOLUME : Adjust the background music volume.

CAR FX VOLUME : Adjust the volume of the sound effects for the car.

AMBIENT VOLUME : Adjust the volume of the sound effects for the racecourse.

VOICE VOLUME : Adjust the volume of the pit radio.

4. Introduction of Teams and Drivers

Reading Screen Data

FRONT DF, REAR DF

Displays the amount of downward force on the front and rear of the car. The higher the rating, the higher level of gripping performance, but also be aware that car handling will vary depending on the front-rear balance. If the FRONT DF is too high, the car will have a tendency for oversteering (the wheels will spin easily). If the REAR DF is too high, the car will have a tendency for understeering (the car will be difficult to turn).

ENGINE

Displays the level of engine power.

RELIABILITY

Displays the level of engine reliability (how difficult it is to blow the engine). The player's car engine cannot be blown.

PIT WORK

Displays the capacity of the pit crew.

SPEED

Displays the capacity of the driver to handle high speeds.

CORNER

Displays the capacity of the driver to handle corners.

AGGRESSIVE

Displays how aggressively the driver drives during the race. The higher the rating, the more aggressively the driver will attempt to overtake and block other cars. But if this level is too high, the driver may be too aggressive and could end up in a self-destructive situation.

RAIN

Displays the severity of rain conditions.

1. ARROWS



ENGINE YAMAHA OX11A-V10
TEAMS POSITION 8
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 9

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Damon HILL



BORN SEP 17, '60
NATIONALITY BRITISH
DEBUT 1992
STARTS 84
POLES 20
WINS 21

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Pedro DINIZ



BORN MAY 22, '70
NATIONALITY BRAZILIAN
DEBUT 1995
STARTS 50
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

2. WILLIAMS



ENGINE RENAULT RS9 V10
TEAMS POSITION 1
TEAMS WINS 8
TEAMS CONSTRUCTOR POINTS 123

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Driver WILLIAMS



BORN ?
NATIONALITY ?
DEBUT ?
STARTS ?
POLES ?
WINS ?

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Heinz-Harald FRENZEN



BORN MAY 18, '67
NATIONALITY GERMAN
DEBUT 1994
STARTS 65
POLES 1
WINS 1

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

3. FERRARI



ENGINE FERRARI 046/2 V10
TEAMS POSITION 7
TEAMS WINS 5
TEAMS CONSTRUCTOR POINTS 102

FRONT OF	
REAR OF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Michael SCHUMACHER



BORN JAN 03, '69
NATIONALITY GERMAN
DEBUT 1991
STARTS 102
POLES 17
WINS 21

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Eddie IRVINE



BORN NOV 10, '65
NATIONALITY BRITISH
DEBUT 1993
STARTS 65
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

4. BENETTON



ENGINE RENAULT RS9 V10
TEAMS POSITION 3
TEAMS WINS 1
TEAMS CONSTRUCTOR POINTS 67

FRONT OF	
REAR OF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Jean ALES



BORN JUN 11, '64
NATIONALITY FRENCH
DEBUT 1989
STARTS 135
POLES 2
WINS 1

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Gerhard BERGER



BORN AUG 27, '59
NATIONALITY AUSTRIAN
DEBUT 1984
STARTS 210
POLES 12
WINS 10

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

5. McLAREN



ENGINE MERCEDES BENZ FO110E V10
TEAMS POSITION 4
TEAMS WINS 3
TEAMS CONSTRUCTOR POINTS 63

FRONT OF	
REAR OF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Mika HAKKINEN



BORN SEP 28, '68
NATIONALITY FINNISH
DEBUT 1991
STARTS 96
POLES 1
WINS 1

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ David COULTHARD



BORN MAR 27, '71
NATIONALITY BRITISH
DEBUT 1994
STARTS 58
POLES 5
WINS 3

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

6. JORDAN



ENGINE PEUGEOT A14 EV4 V10
TEAMS POSITION 5
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 33

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Ralf SCHUMACHER



BORN JUN 30, '75
NATIONALITY GERMAN
DEBUT 1997
STARTS 17
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

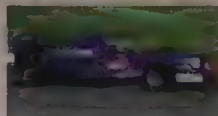
■ Giancarlo FISICHELLA



BORN JAN 14, '73
NATIONALITY ITALIAN
DEBUT 1996
STARTS 25
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

7. PROST



ENGINE MUGEN HONDA MF-301HB V10
TEAMS POSITION 6
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 21

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Olivier PANIS



BORN SEP 02, '66
NATIONALITY FRENCH
DEBUT 1994
STARTS 59
POLES 0
WINS 1

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Shinji NAKANO



BORN APR 01, '71
NATIONALITY JAPANESE
DEBUT 1997
STARTS 17
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

8. SAUBER



ENGINE PETRONAS V10
TEAMS POSITION 7
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 16

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Johnny HERBERT



BORN JUN 25, '64
NATIONALITY BRITISH
DEBUT 1989
STARTS 113
POLES 0
WINS 2

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Nicola LARINI



BORN MAR 19, '64
NATIONALITY ITALIAN
DEBUT 1987
STARTS 49
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

9. TYRRELL



ENGINE FORD COSWORTH ED 5 V8
TEAMS POSITION 10
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 2

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Jos VERSTAPPEN



BORN MAR 04, '72
NATIONALITY DUTCH
DEBUT 1994
STARTS 48
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Mika SALO



BORN NOV 30, '66
NATIONALITY FINNISH
DEBUT 1994
STARTS 52
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

10. MINARDI



ENGINE HART 830 AV7 V8
TEAMS POSITION 11
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 0

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Ukyo KATAYAMA



BORN MAY 29, '63
NATIONALITY JAPANESE
DEBUT 1992
STARTS 95
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Jarno TRULLI



BORN JUL 13, '74
NATIONALITY ITALY
DEBUT 1997
STARTS 14
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

11. STEWART



ENGINE FORD ZETEC-R V10
TEAMS POSITION 9
TEAMS WINS 0
TEAMS CONSTRUCTOR POINTS 6

FRONT DF	
REAR DF	
ENGINE	
RELIABILITY	
PIT WORK	

■ Rubens BARRICHELLO



BORN MAY 23, '72
NATIONALITY BRAZILIAN
DEBUT 1993
STARTS 81
POLES 1
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

■ Jan MAGNUSSEN



BORN JUL 4, '73
NATIONALITY DANISH
DEBUT 1995
STARTS 18
POLES 0
WINS 0

SPEED	
CORNER	
AGGRESSIVE	
RAIN	

5. Introduction of Courses

Reading Screen Data

SPEED / CORNER / BUMP

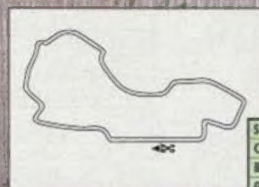
These represent course layout. For BUMP, the higher the rating, the greater the difference between high and low.

GRIP / TYRE / ENGINE / RAIN

These represent course conditions. For RAIN, the higher the rating, the more rain.

1. GRAND PRIX OF AUSTRALIA

Albert Park



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

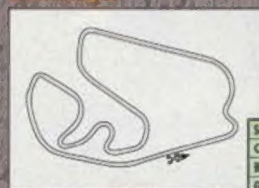
DATE MAR 09, '97
LENGTH 5.301KM
LAPS 58

1997 RESULTS

1. D. COULTHARD McLaren
2. M. SCHUMACHER Ferrari
3. M. HAKKINEN McLaren

2. GRAND PRIX OF BRAZIL

Interlagos



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

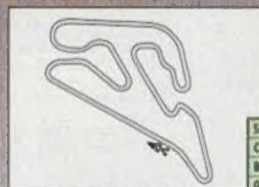
DATE MAR 30, '97
LENGTH 4.292KM
LAPS 72

1997 RESULTS

1. D. WILLIAMS Williams
2. G. BERGER Benetton
3. O. PANIS Prost

3. GRAND PRIX OF ARGENTINA

Buenos Aires



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE APR 13, '97
LENGTH 4.259KM
LAPS 72

1997 RESULTS

1. D. WILLIAMS Williams
2. E. IRVINE Ferrari
3. R. SCHUMACHER Jordan

4. GRAND PRIX OF SAN MARINO

Imola



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

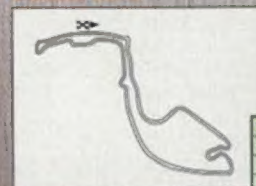
DATE APR 27, '97
LENGTH 4.930KM
LAPS 62

1997 RESULTS

1. H. FRENTZEN Williams
2. M. SCHUMACHER Ferrari
3. E. IRVINE Ferrari

5. GRAND PRIX OF MONACO

Monte Carlo



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

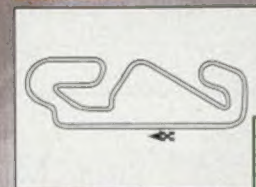
DATE MAY 11, '97
LENGTH 3.366KM
LAPS 78

1997 RESULTS

1. M. SCHUMACHER Ferrari
2. R. BARRICHELLO Stewart
3. E. IRVINE Ferrari

6. GRAND PRIX OF SPAIN

Barcelona



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE MAY 25, '97
LENGTH 4.728KM
LAPS 65

1997 RESULTS

1. D. WILLIAMS Williams
2. O. PANIS Prost
3. J. ALESI Benetton

7. GRAND PRIX OF CANADA

Montreal



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE JUN 15, '97
LENGTH 4.421KM
LAPS 69

1997 RESULTS

1. M. SCHUMACHER FERRARI
2. J. Alesi BENETTON
3. G. FISICHELLA JORDAN

8. GRAND PRIX OF FRANCE

Magny-Cours



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

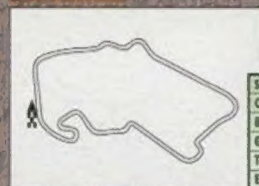
DATE JUN 29, '97
LENGTH 4.247KM
LAPS 72

1997 RESULTS

1. M. SCHUMACHER FERRARI
2. H. FRENTZEN WILLIAMS
3. E. IRVINE FERRARI

9. GRAND PRIX OF BRITAIN

Silverstone



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE JUL 13, '97
LENGTH 5.140KM
LAPS 59

1997 RESULTS

1. D. WILLIAMS WILLIAMS
2. J. Alesi BENETTON
3. A. WURZ BENETTON

10. GRAND PRIX OF GERMANY

Hockenheim



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE JUL 27, '97
LENGTH 6.823KM
LAPS 45

1997 RESULTS

1. G. BERGER BENETTON
2. M. SCHUMACHER FERRARI
3. M. HAKKINEN McLAREN

11. GRAND PRIX OF HUNGARY

Hungaroring



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE AUG 10, '97
LENGTH 3.968KM
LAPS 77

1997 RESULTS

1. D. WILLIAMS WILLIAMS
2. D. HILL ARROWS
3. J. HERBERT SAUBER

12. GRAND PRIX OF BELGIUM

Spa-Francorchamps



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

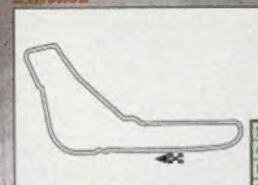
DATE AUG 24, '97
LENGTH 6.968KM
LAPS 44

1997 RESULTS

1. M. SCHUMACHER FERRARI
2. G. FISICHELLA JORDAN
3. H. FRENTZEN WILLIAMS

13. GRAND PRIX OF ITALY

Monza



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE SEP 07, '97
LENGTH 5.770KM
LAPS 53

1997 RESULTS

1. D. COULTHARD McLAREN
2. J. Alesi BENETTON
3. H. FRENTZEN WILLIAMS

14. GRAND PRIX OF AUSTRIA

3 AI-Ring



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE SEP 21, '97
LENGTH 4.323KM
LAPS 71

1997 RESULTS
1. D. WILLIAMS WILLIAMS
2. D. COULTHARD McLAREN
3. H. FRENTZEN WILLIAMS

15. GRAND PRIX OF LUXEMBOURG

2 Norbuhgring



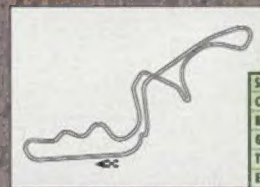
SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE SEP 28, '97
LENGTH 4.556KM
LAPS 67

1997 RESULTS
1. D. WILLIAMS WILLIAMS
2. J. Alesi BENETTON
3. H. FRENTZEN WILLIAMS

16. GRAND PRIX OF JAPAN

1 Suzuka



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE OCT 12, '97
LENGTH 5.864KM
LAPS 53

1997 RESULTS
1. M. SCHUMACHER FERRARI
2. H. FRENTZEN WILLIAMS
3. E. IRVINE FERRARI

17. GRAND PRIX OF EUROPE

1 Jerez



SPEED	
CORNER	
BUMP	
GRIP	
TYRE	
ENGINE	
RAIN	

DATE OCT 26, '97
LENGTH 4.428KM
LAPS 69

1997 RESULTS
1. M. HAKKINEN McLAREN
2. D. COULTHARD McLAREN
3. D. WILLIAMS WILLIAMS

WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
Phone : (03) 9265-9900

• NINTENDO HELPLINE 190 224 1001
(LEGION CALL RATE AT 75 CENTS PER MINUTE)
Calls from mobiles and public phones attract a higher rate.)

REV-E

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

• NINTENDO HELPLINE 190 224 1001
(LEGION CALL RATE AT 75 CENTS PER MINUTE)

The contents of this Caution do not interfere with your statutory rights.

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your software. Violators will be prosecuted.